Radio Shack

TRS-80

MICRO COMPUTER SYSTEM

GAMES

Bedlam ™

An Adventure Game for Your Model I or Model III with Level I, Level II or Model III BASIC

Cat. No. 26-1917

Bedlam™

Introduction

Bedlam is another new adventure from Radio Shack. There are no hidden treasures to find, no wealth to amass, no score to beat. There is only one goal–get out, if you can. Your success depends totally upon your resourcefulness and your ability to think clearly. There is always one way out, but be warned–the exit changes each time you load the game,

Your computer and the instructions you give are the keys to your escape. Bedlam recognizes commands like GO WEST or GET THE KEY. You can shorten direction commands to WEST or NORTH (or even W or N if you prefer). You don't have to limit yourself to two-word commands.

You can HIT THE DUMB DOOR WITH THE STUPID KEY, or EXAMINE THE GREEN DOOR. (If there are two doors or two keys present, the computer might ask WHICH DOOR? or WHICH KEY?) Add the missing word (including a space at the end of the word).

You may end a game at any time by holding down the BREAK key while you press the Reset button. You can erase anything you type by pressing the CLEAR key or using the ← and → arrow keys. If you are in the middle of a sentence, the computer will make room for any new text. To make the computer respond to your request, you must press the ENTER key after you type your instruction.

To help you escape, you can try enlisting the aid of some of the people you meet. Just remember where you are. Can a man running around painting doors on walls and claiming to be Picasso really help? Can a man who says he is Houdini get you out? What about using "X-Ray" Johnson to burn a hole in the wall to gain freedom? Perhaps the guard dog just needs a little attention. Maybe the nurse or the doctor with the hypodermic needle (if he really is a doctor) can be persuaded to help you.

Their ability to help also changes each time you load the game. Depending on the active escape route, you will either be able to escape without help from anyone, or you will need help from one or more of the people you meet. Some of the inhabitants of Bedlam are neither friendly nor cooperative. They do not get along with other inmates and some will try to stop you from leaving.

The people that can help in one game may be ineffective in another game. If you want an inmate to take an action, type the inmate's name and the action you wish taken (for example, MERLIN MEET HOUDINI or HOUDINI OPEN THE GREEN DOOR).

Some escape routes are not as obvious as others. If you get lost during a game, type: LOOK and press ENTER to see where you are. To take an inventory of what you have acquired during the course of the game, type: INVENT (short for Inventory) and press ENTER.

There are times during the game when you might be in serious danger. One particular resident of Bedlam can create problems, which only a well-timed PLUGH can cure. You must choose your allies wisely from among the people you meet.

Good Luck. I really hope you make it. Who knows? You may even be lucky the first couple of times and get out easily. You may not be quite so lucky the next time you try to escape.

System Requirements

To run Bedlam, you will need the following equipment:

Model I

- A Radio Shack 16K Level II TRS-80 Microcomputer

- A Radio Shack Cassette Recorder and Connecting Cable

Model III

- A Radio Shack 16K Model III TRS-80 Microcomputer

- A Radio Shack Cassette Recorder and Connecting Cable

Loading Instructions

Model I/III

It is assumed you have reviewed the general operational procedure for your equipment as explained in your TRS-80 Owner's Manual, Computer Cassette Recorder Manual, and the Cassette Information Sheet, which is enclosed with this package. You should now be aware of how to turn on your computer and load tapes.

Note: If you are using a system with a disk drive, instructions are provided at the end of this section for converting Bedlam to a disk file. To use Bedlam as a cassette program, hold the BREAK key down while turning on the system.

Make sure your Bedlam cassette program tape is fully rewound and the "Play" key is down on the recorder.

Turn on the system. If you are not familiar with the equipment, please refer to your Owner's Manual.

The screen will show:	You type:
Cass? (Model III only)	Press H
Memory Size?	Press ENTER
READY	
>_	S Y S T E M and press ENTER
*?_	B E D L A M and press ENTER

After the program loads*, the screen will show: *?_. Type / and press ENTER.

Note: If C appears in the upper right corner of the screen, turn the computer off, turn up the cassette volume a little, then repeat the loading instructions.

After the program is loaded, rewind the program tape and remove it from the recorder.

Note for Model III Users Only

Extreme caution should be used when executing the ⃣7 ⃣ENTER . Failure to release the ⃣ENTER key quickly will result in turning the cassette recorder on and the program will not start. If the program does not function, rewind the program tape, then repeat the loading instructions.

Converting Bedlam to Disk (For Advanced Users Only)

Bedlam is designed to operate in the low 16K of RAM. This is also the area where TRSDOS loads. (That's why you have to prevent DOS from loading by holding down the ⬚BREAK⬚ key when loading a cassette tape into a disk system.) To use the program from diskette, you must use DEBUG (plus TAPE and RELO for Model III users) to enter one or two machine language programs to first move Bedlam up above TRSDOS (to store it), then move Bedlam down (to play the game).

Model I

Insert a TRSDOS diskette in Drive m. Insert the Bedlam tape into the cassette recorder. Make sure the cassette is fully rewound and the "Play" key is down. Press the Reset button on the TRS-80. **DOS READY** will appear on the screen. Type: ⬚D⬚ ⬚E⬚ ⬚B⬚ ⬚U⬚ ⬚G⬚ and press ⬚ENTER⬚. **DOS READY** will reappear. Press the ⬚BREAK⬚ key to enter the DEBUG mode. The screen will fill with numbers and letters. From this point on, do not press any key unless you are told specifically to do so. To make this next portion easier to use, we will go to a different DEBUG screen. Press the ⬚S⬚ key once. The screen now looks a bit less cluttered.

Type: ⬚D⬚ ⬚8⬚ ⬚0⬚ ⬚1⬚ ⬚0⬚ and press the space bar once. The line you just typed (D8010) told the DEBUG utility that you wanted to Display the portion of memory that contains the address 8010. In the left column, look at 8010 (the second line from the top of the screen). The horizontal line of numbers (to the right of 8010) must be changed.

Type: ⬚M⬚ ⬚8⬚ ⬚0⬚ ⬚1⬚ ⬚0⬚ and press the space bar once. The M (in front of the number just typed) told DEBUG that you wanted to Modify memory, starting at address 8010. Notice vertical lines appeared on either side of the first two digits after 8010. Address 8010 presently contains a two digit hexidecimal value. In the blank area at the lower left corner of the screen, you will see:

8010
00-   ←(The two digit number may not be 00 depending on what programs you may have run recently.)

Each digit can be any number between 0-9 or the letters A-F. DEBUG uses the dash (-) to ask what this value should be changed to.

The space bar is used in DEBUG to store changes. ⬚ENTER⬚ is only used to leave the Modify mode. Do not press Enter unless specifically told to do so. Type the following line exactly (remember to press the space bar once after each pair of digits):

21 00 43 11 20 80 01 00   3D ED B0 C3 00 00

You can now press the ENTER key to leave the Modify mode. Look at the line and compare it to the line above. If you find you've made a mistake, type: M 8 0 1 0 and press the space bar once to re-enter the Modify mode.

You can simply press the space bar till the pair of vertical lines are positioned on either side of the incorrect entry. Type the correct two digits and press the space bar to store the change. After the changes are made, press ENTER to exit the Modify mode at this address. There is one more program left to write.

Type: D B D 3 0 and press the space bar to Display the part of memory containing the starting address DB30 (the fourth line from the top of the screen. Next, type the Modify command: M B D 3 0 and press the space bar. Here are the new values that must be entered for each line. The markers will drop to the next line automatically as you finish each line. Remember to press the space bar after each two digits.

```
BD30   F3 AF 21 D2 06 11 00 40       01 36 00 ED B0 3D 3D 20
BD40   F1 06 27 12 13 10 FC AF       32 1D 40 21 54 BD 22 16
BD50   40 C3 75 00 3E 07 32 1D       40 21 E3 03 22 16 40 21
BD60   20 80 11 00 43 01 00 3D       ED B0 C3 00 43
```

Press ENTER to exit the Modify mode. Check the changed lines carefully. If there are any errors, go back to Modify (MBD30, MBD40, MBD50, or MBD60) and make any changes. You can press the space bar to skip the correct portions of the line. Press ENTER to exit the Modify mode at this section of memory.

You are now finished with DEBUG. (You've just written two machine language relocation programs—Congratulations!!) While holding down the BREAK key, press the Reset button to go to BASIC.

Press ENTER to answer the MEMORY SIZE? question. At READY >_,type S Y S T E M and press ENTER. *?_ will appear. Type B E D L A M and press ENTER. The Bedlam program tape will start to load. After Bedlam is loaded, *?_ will reappear. Type 7 3 2 7 8 4 and press ENTER. The computer will return to DOS READY.

At DOS READY, type the following line exactly, without spaces (except for the two spaces shown:

```
DUMP BEDLAM/CMD (START=X'8020',END=X'0BD3F',TRA=X'0BD30')
```

and press ENTER . The Bedlam program will be transferred to diskette (under the file name, BEDLAM/CMD). To run Bedlam, just type B E D L A M and press ENTER at DOS READY.

Model III

Insert a TRSDOS diskette in Drive 0. Insert the Bedlam tape into the cassette recorder. Make sure the cassette is fully rewound and the "Play" key is down. Press the Reset button on the TRS-80. TRSDOS Ready will appear on the screen. Type:

```
TAPE (S=T,D=D)
```

and press ENTER. Press H in response to the Cass? question. The screen will show:

```
        Device = Tape to Disk
        Press ANY key when Cassette ready
```

Press the ENTER key. The recorder will start and in a moment, you will see the word BEDLAM at the bottom of the screen. The loading ** will flash in the upper right corner of the screen. After Bedlam is saved to disk, TRSDOS Ready will reappear. Type:

```
RELO BEDLAM/CMD (ADD=8020)
```

and press ENTER. After TRSDOS Ready appears, type:

```
LOAD BEDLAM/CMD
```

and press ENTER. After TRSDOS Ready reappears, type: D E B U G and press ENTER. The screen will fill with numbers and letters. From this point on, do not press any key unless you are told specifically to do so.

Press M.

The program will respond with M ADDRESS? =. Type: B D 3 0 and press the space bar once. The M (in front of the number just typed) told DEBUG that you wanted to Modify memory, starting at address BD30. Look at the fourth line from the top of the screen. Notice the solid white block over the first two digits (after BD30). Address BD30 presently contains a two digit hexidecimal value. You are going to change that value and the value of the numbers that follow.

ENTER is used to leave the Modify mode. Do not press Enter unless told to do so. Type the following line exactly, without any spaces. (The numbers are shown here separated in groups of four for ease of entry, since that is how they appear on the screen):

```
F321 2080 1100 4301 003D EDB0 C300 43
```

Look at the line and compare it to the line above. If it's correct, you can press

ENTER to leave the Modify mode. If you find you've made a mistake, you can simply use the arrow keys to move the white block over to where it is covering the incorrect entry. Make any corrections needed. Press ENTER to exit the Modify mode.

You are now finished with DEBUG. (You've just written a machine language relocation program—Congratulations!!) Press Q for Quit to go to TRSDOS Ready.

At TRSDOS Ready, enter the following line exactly without any spaces (except for the two spaces shown:

DUMP BEDLAM/CMD (START=8020,END=0BD3F,TRA=0BD30)

and press ENTER. The Bedlam program is now properly moved to diskette under the file name, BEDLAM/CMD. To run Bedlam, just type B E D L A M and press ENTER at TRSDOS Ready.

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NOTE: Good data processing procedure dictates that the user test the program, run and test sample sets of data, and run the system in parallel with the system previously in use for a period of time adequate to insure that results of operation of the computer or program are satisfactory.

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